

Druid Spell List

Weapons Bought	Cost

Level

Spell points remaining

# Bought	Name	Type	School	Uses	Cost	Max	Range	Incantation
First Level								
	Bladesharp/Bludgeon	E	Sorcery	1/game	1	4	T	“Improve this weapon,” x10
	Cancel	S	Sorcery	Unlimited	0	-	50’	“I cancel my magic.” x2
	Cure Ailments	S	Spirit	1/life	1	4	T	“I sooth thy ailments” x5
	Entangle	B	Subdual	1 bolt/U	1	2	--	“Entangle.” x5
	Heal	S	Spirit	1/life	1	4	T	Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing descend on thee. Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing stop thy spilling blood Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing mend thy bones. Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing close thy wounds. Sword Cut, spear stab, mace smash, arrow jab, Let the white light of healing restore thy vigor. Sword Cut, spear stab, mace smash, arrow jab, The white light of healing hath healed thee
	Heat Weapon	S	Flame	1/life	1	4	20’	“By the power and might of the sun, I heat that (weapon).” x2
	Warp Wood	S	Sorcery	1/life	1	4	20’	“By the power of nature I warp that (object).” x2
Second Level								
	Barkskin	E	Protection	1/game	1	4	T	“May nature protect thee,” x5
	Magical Projectile	E	Sorcery	1/game	1	4	T	“May this projectile strike true,” x5
	Mend	S	Sorcery	1/life	1	8	T	“Make this item whole again.” x10
	Thornwall	FE	Sorcery	1/game	1	4	T	“Thorns come forth.” x10
	Touch of Paralyzation	E	Sorcery/Subdual	1/game	1	4	T	“Paralyzation.” x10

Third Level								
	Acid Bolt	B	Sorcery	1 bolt/U	1	2	--	"Acid Bolt" x5
	Ambidexterity	N	Neutral	Unlimited	2	-	--	N/A
	Confusion	S	Control	1/game	1	2	50'	"By the power of my mind, I will thee to be confused." x3
	Extension	N	Neutral	1/life	1	2	--	"Extension" + spell
	Plant Door	S	Sorcery	1/game	1	4	T	"Open up and receive a loyal protector of the forest." x5
	Protection From Ailments	E	Protection	1/game	1	4	T	"I protect thee from infirmity," x10
	Protection From Flame	E	Protection	1/game	1	4	T	"Protection from the element of fire," x10
Fourth Level								
	Call Lightning	S	Flame	1/game	1	4	20'	"I call lightning to strike thee." x3
	Commune	S	Sorcery	Unlimited	2	-	Self	"Commune," x5
	Flamewall	FE	Flame	1/game	1	4	T	"By the might of nature, I call forth a flaming wall." x5
	Pyrotechnics	S	Flame	1/game	1	4	50'	"I call upon the element of fire to destroy that (object)." x5
	Silence	FE	Sorcery	1/game	1	4	T	"May no form of sound, speech or noise be heard in this place." x5
	Stoneskin	E	Protection	1/game	1	2	T	"May nature protect thee from all forms of attack," x5
Fifth Level								
	Feeblemind	S	Control	1/game	2	2	50'	"By the power of my mind, I confuse and erase yours." x3
	Flameblade	E	Flame	1/game	1	2	T	"Flameblade." x10
	Petrify	B	Subdual	1 bolt/U	1	2	--	"Petrify" x 5
	Regeneration	E	Spirit	1/life	1	2	T	"Endless health unto thee," x5
	Release	S	Sorcery	1/life	1	4	20'	"From thy bindings thou art released." x3
	Teleport	S	Sorcery	1/game	1	4	T	"Teleport"x5. Upon arrival "Arriving." x5
Sixth Level								
	Finger if Death	S	Death	1/game	2	2	50'	"I call for your death." x5
	Immolation	FE	Flame	1/game	1	4	T	"May the power of nature and the fire of the earth protect this area from intrusion." x5
	Vivify	N	Neutral	1/game	2	1	--	N/A